



**Tom Hanks in Apollo 13!**

**Disney**

**August 1995**

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The **big** bosses were out of the office **traveling** this month. So the rest of us decided to have some

major **fun!** You know—when the cat's away, **D.A.** will play. So we **scurried** off and caught a flight to **Hollywood**. There, we sneaked onto the set of **Apollo 13** and met **Tom Hanks!** We had a blast, but boy did it make us *hungry*.

Hello

So we called up the **White Ranger**, who said, "Let's do lunch." No problem! Afterward, he taught us some **mighty morphin kicks**. Good thing, since we next came face-to-face with **Ivan Ooze**, the nasty new villain in the **Power**

**Rangers** movie. Then, like the real **Apollo 13** astronauts, we *had* to get back. Wild trip, huh?

You'll love reading all about it in this issue.

We just hope the bosses do, too! Oops, here they come.

Adventure

On!

-D.A. Staff



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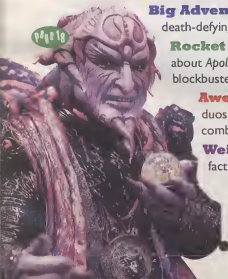
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The adventure is back. The fun is back. Willy's back.

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to meet an old friend... and take on a new challenge.



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# Zip code.....



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your **best**  
**Summer**

**vacations—**

and exciting doesn't come  
close to describing them!

We hope your  
excursions this summer  
are as **cool**

as the vacations  
you wrote to  
**D.A.** about.

## Bahama Mama!

In 1993, I went to the Bahamas. It was so chillin'. I played basketball and tennis, and snorkeled. I got a pretty chime, which is now hanging in my room. I got my hair done in braids. That was the best trip I've ever taken.

KARINA CIEKURZIS, 12, MUKWONAGO, WI



## Kid art!

Your **most** excellent  
drawings—by Amanda Torrez, 14, of  
Rosewell, NM (right), and Erica  
Vargo, 9, of Mogadore, OH (left).







## City Slickers

I went with my mom, dad and brother to a dude ranch in Montana called Hawley Mountain Guest Ranch. The horses were a real treat. We each got a horse to ride for the whole stay.

I got a horse named Sundew that was really nice. My brother got a horse with my name—Abbie! Abbie was kind of lazy; you had to keep her moving by whacking her with a stick. We went on some trails where if the horses took one wrong step, they would fall off a cliff!

ABBIE FEINBERG, 10, CHAPPAQUA, NY

## Up, Up and Away

My best summer vacation was when I went to California. I had a great time. My parents took me to Napa Valley, and we went on a hot-air-balloon ride. It was totally neat! We left from a parking lot and landed in a vineyard—it was awesome! The balloon got up to 2,000 feet. We also went to Alcatraz.


ANN DIEGELMAN, 12, ELLICOTT CITY, MD

It's Eric inna tube! ERIC MORELOS, 13, from CHULA VISTA, CALIFORNIA, hangs out after splashing down a water slide.

**Pics**



**Write to us!** Send us your letters, photos or drawings, along with your age and phone number, to Zip Code, DISNEY ADVENTURES, P.O. Box 861, New York, NY 10113-0861. You can E-Mail your letter to [DAZip@AOL.COM](mailto:DAZip@AOL.COM). All materials sent become the property of DISNEY ADVENTURES. They may be reprinted without compensation or acknowledgment and cannot be returned.

A child with red hair is sitting in a white go-kart in a cluttered living room. The room has red walls, a lamp, a television, and various toys. Two speech bubbles are present: one from an unseen person asking 'What are you doing in there?' and another from the child replying 'My homework.'

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doing in there?**

**My homework.**

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# buzz

Info to go and things to know!



## slang

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patrol

**T**alking on-line (via your computer) is cool! But since you can't see the person you're chatting with, how can you really express yourself? Here's how!

**:)** Smile. "Can you believe we're going rafting in only five days? :)"

**:(** Frown. "I'm really going to miss you when you move. :("

**:p** Sticking out your tongue can show you're a little silly: "I'm going to go crazy if it rains one more day. :p" **Or haughty:** "Guess what I got—a whole new video system. :p"

**0:** You can be an angel.

**:)** Or a devil.

**:&** Or you can be tongue-tied, and then you don't have to say anything at all!

D.A.'s senior designer, Amy Mullins, ventured back to her old junior high, the Ellis School in Pittsburgh, Pennsylvania, and chued



in to what's hot and what's not, 15 years later. (The kids described some really funky school-lunch items, including neon-green gravy and jello with things in it! Yecch. Amy, do you remember eating any of this stuff?)

## hot not

### slang

"retro"

"groovy"

### movies/ tv

The Brady Bunch Movie,  
"My So-Called Life"

Ace Ventura:  
Pet Detective,  
"Full House"

### sports

swimming,  
soccer, hockey

golf,  
baseball

### food

hot dogs

TV dinners, liver

# OSCAR'S YOUNGEST REPORTER

What does it take to get to the Oscars? Asking the right question at an Academy Awards press conference for high school students.

**Romina Atayan,**  
17, from Encino,

California, asked if the Academy would consider having a student

write-off—the winner would attend the Academy Awards as a member of the working press—and she ended up with a press pass!

Romina, co-editor-in-chief of her school newspaper, attended the conference with her journalism teacher. Romina had a front-row seat in the press tent and wrote an article for *USA Today*. She is the first high school student to cover the Academy Awards.



**D.A.:** How did you react to your invitation?

**R.A.:** I didn't understand. My friend said, "You're invited to the Oscars." And I said, "No, I'm not." I was really lost.

**D.A.:** Were the Oscars what you expected?

**R.A.:** I had this vision that the reporters would be crowding the winners, yelling questions and pushing everybody. But they were calm, and it was well organized. We had to hold numbers, and the committee people brought us a microphone so we could ask questions.

**D.A.:** Did you get to ask a question?

**R.A.:** I asked Tom Hanks if he thought he'd win another Oscar. He asked me if I was implying that he'd win another one next year. And I said, "Why not?" He said that he probably wouldn't.

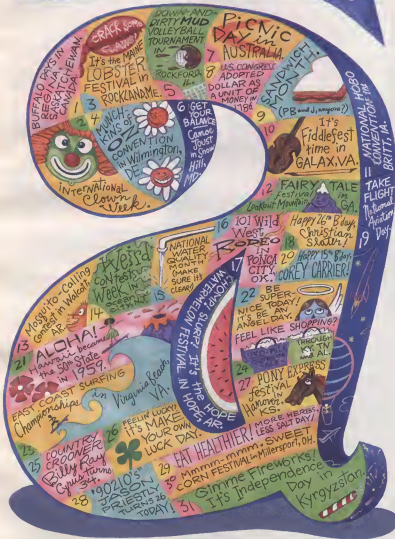
—Michelle Ernst

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# August? ALREADY?





# ticket

**Litefoot is the little big man.**

**Your** ◀  
**Guide to**  
**TV, Movies,**  
**Music and**  
**More**



When we set foot on the soundstage where *The Indian in the Cupboard* was being filmed, we screamed,

"Honey, we've been shrunk!" A huge chest of drawers, gigantic cabinet and mondo-big sneakers surrounded us. We felt really, really tiny 'cause everything around us was 24 times bigger than normal.

*The Indian in the Cupboard* tells the story of 9-year-old Omri, who places a plastic Indian in an old wooden cupboard and finds that the next

morning—presto!—the Indian is alive! Based on the popular book by Lynne Reid Banks, the film has humongous props, incredible special effects and, yes, a 3-inch-high Indian named Little Bear—played by 6-foot-tall **Litefoot**, the first American Indian rap artist.

**On Getting Song Ideas:**

"I'm inspired by my ancestors who stood up for Native Americans, like Geronimo, Crazy Horse and Sitting Bull."

**Shoot for the Top:** "I'd definitely do another movie. I had a great time.

I learned a lot of things I can use in my music and concerts. I told the kids in my concerts, 'I'm not going to stop till I've gotten to the top.' I'm not going to stop until I've set an example for other Native Americans."

**Spidey in the Cupboard:**

"If I could've had a toy come to life when I was a kid...well, I was really into superheroes. I thought Spider-Man was really cool, so I'd have wanted my Spider-Man toy to come to life."

**Don't Say Good-bye:**

"There's no word for 'good-bye' in our language [Cherokee]. We say,

## Litefoot's Lingo

Here are some American Indian words to spice up your everyday vocabulary.

**Wado** (pronounced wa-dough): "Thank you."

**Onenh** (pronounced own-a): "Till we meet again."

**Aye** (pronounced as a long a): "Just kidding." Used at the end of a sentence. "Who cut your hair? Beakman? Aye!"

**Hid** (pronounced whole-lee): "Really?"

'Donadog oy,' which means 'Until we meet again.' "

D.A. then grabbed some lunch with actors **Vincent Kartheiser** and **Ryan Olson**, both 16, who play Omri's older brothers, Gillon and Adiel.

**D.A.:** If you could make any toy come to life, which would you choose?

**V.K.:** My Playmobil toys. I have a lot of them from when I was a kid—so many, they fill up a whole closet. I liked them because they couldn't move very much, so I

took their hats off or made them talk.

**R.O.:** My Cabbage Patch Kid, Willis. When I was a kid, that was my favorite toy. If he came to life, I'd ask what he thought of everything that we did. He'd probably yell, "Yeah, you dropped me on my head!"

**D.A.:** Did you learn anything while making this movie?

**R.O.:** Yeah, I only knew about American Indians from history class. I learned a lot while making this movie about the Onondaga, Little Bear's

tribe. Like, they live in longhouses, not teepees.

**D.A.:** Any funny things happen while filming?

**V.K.:** When we did Omri's birthday scene, we had, like, 40 cakes, and we did, like, 55 takes! We were getting so sick. We kept eating more cake, and the little kids were bouncing off the walls 'cause they were loaded with sugar. Ryan and I were about to pass out! So, as a joke, whenever anyone was done filming and going home, they'd buy a cake and sing "Happy Birthday."

—Liz Smith



**Out of the cupboard:** Vincent (left) and Ryan.

A lot can happen in two years. Consider Dinh Le's story. Two years ago, Dinh (whose name means *destiny* in Vietnamese) was

a young boy living with his brother in Vietnam, waiting for permission to join his parents in the United States.

Fast forward to July 1995: Dinh, 13, is living in the United States and is playing Linh in *Operation Dumbo Drop*, which features such stars as Danny Glover (*Lethal Weapon*), Ray Liotta (*Corrina, Corrina*) and Doug E. Doug (*Cool Runnings*).

In the movie, a group of crack commandos must find and deliver Bo Tat, an 8,000-pound elephant (played by Tai), to a small Vietnamese village in time for their sacred ceremony. The problem? The village is 300 miles away and they only have a week to get her through the jungle!

D.A.: wanted to hear everything—little and big—about the movie. So first we had small talk and sodas with Dinh.

D.A.: Dinh, after only one year in the United States,



Tai is tons of fun in *Operation Dumbo Drop*.

you landed a movie role. How'd you do that?

D.L.: My dad heard about an audition on a Vietnamese TV station. He wanted me to try, and he drove me to Orange County for the audition. There were about 600 to 700 kids. I waited, and when they called my number, they asked me questions like how old I was and when did I come

to America. Then they had me read some lines in Vietnamese and in English. After weeks of reading and screen tests, it was down to just me and one other boy.

D.A.: And then you got the part?

D.L.: No. They gave me and the other boy an acting coach. She made us do things like throw a ball, but without a ball in your





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hand. She told us we were so similar, they couldn't choose between us. Then Simon [the director] took us to meet Tai, the elephant.

**D.A.:** Was she big?

**D.L.:** She's huge! Gary, her trainer, had me climb on top of her. I was nervous because I didn't know how to keep my balance. You have to hold her ears tight and grab your legs into her neck. Four days later, my acting coach called me and told me I'd gotten the part. I couldn't believe it!

**D.A.:** Did you and Tai get along?

**D.L.:** We liked each other.

● Every morning when I came to work, she'd use her trunk to sniff, sniff—to kiss me like that [on the face]. I liked her a lot. She's the best elephant I have ever seen.

**D.A.:** Did you play games with her?

**D.L.:** No, but Gary told her to do some tricks with me on her—like when she stands up on her hind legs with me on her—and it was fun. She can do lots of things. She can use her trunk to pick up a telephone. And do you know that she can stand on her head? I have a picture of her standing on her head, next to the assistant director, who was standing on his head, too!

—Liz Smith

Then we got the scoop from the biggest star in *Operation Dumbo Drop*. Four-ton Tai, a 26-

● year-old Asian elephant, lives in Perris, California, with her trainer, Gary Johnson. With Gary's help, we got Tai to tell us about becoming a huge star!

**D.A.:** How long have you been acting?

**Tai:** About 18 years. I've had parts in Rudyard Kipling's *The Jungle Book*, *Made in America* (with Whoopi Goldberg) and *Big Top Pee-Wee*.

**D.A.:** How long do you rehearse for a role?

**Tai:** It depends on the part. For *Dumbo Drop*, we prepped for a month. A lot of that time was spent getting the actors ready to ride me.

**D.A.:** We hear you got sent by Federal Express to one of the filming locations. How did that happen?

**Tai:** I was supposed to drive cross-country from L.A. to Florida, but filming got delayed in L.A. That took up part of my travel time and would have made me late getting to Florida. So the studio called Federal Express and put me on a special chartered flight to Florida. I was the only passenger on the whole plane!

—Kim Lockhart

**Dinh Le gives Tai a helping hand.**



This band's the Real McCoy.



D.A.'s been diggin' that juiced-up international flava *a la* lately. First we jammed on Sweden's **Ace of Base** and the

group's hit song "The Sign." Now we're majorly into Germany's **Real McCoy**. We totally agree with **Olaf Jeglitza**, the founder of the group, who says, "Living in Berlin, Germany, you are exposed to so many different cultures and styles. If music makes you feel good, it doesn't matter where it comes from." **Patricia Petersen (Patsy)** and **Vanessa Mason**, also from Germany, round out the trio. Real McCoy caught our attention with

"Another Night." It's got an irresistible dance-pop beat—spiced with Olaf's deep voice in the background—that gets us boppin' our heads. And with their latest single, Real McCoy looks to be a "Runaway" success.



The most famous female in comics, **Wonder Woman**, has had her ups and downs, but the latest story twist, which

ended in issue #100, knocked us on our backsides with a cool story and smokin' art. So how do you follow that up? D.A. knows! Hire a legend, of course. Starting in July with issue

#101, writer/artist **John Byrne**, famous for his work on *X-Men*, *Fantastic Four*, *Superman* and his own *Next Men*, takes over. He's got quite a rep to live up to, and we'll be watching to be sure he does!

Also in July: While we're waiting for the new *Star Wars* movies to arrive—it's not gonna happen for a couple of years—D.A.'s been getting a *Star Wars* fix from a string of miniseries published by Dark Horse Comics. But the latest news from Dark Horse has us really excited. The new series, *Star Wars: X-Wing—Rogue Squadron*, starring **Wedge Antilles**, a character who appeared in all three movies, is available monthly. Every 30 days, a new dose of hotshot X-Wing pilots keep the galaxy safe for the Alliance! We're psyched!



Wedge Antilles

# Morphin



## MADNESS!

Thousands of fanatics are standing in loooooong lines to see *Mighty Morphin Power Rangers: The Movie*. But D.A. didn't want to wait in line—we wanted to dine. And guess what? Dine we did, with none other than the White Ranger. Exclusive invitation, we must brag! And then the nasty new villain, Ivan Ooze, tried to have us for dessert. But we survived! Read all about it as D.A. becomes a mighty morphin magazine.

# White Ranger



By Junior Reporter Adam Kogeman

effects, bigger monsters, bigger budget, stuff like that. We have new zords and weapons. We

I think, more independent—you know, he was always out there by himself doing things. Now, being the White Ranger, being the leader, it's a whole different character.



D.A. handed me the assignment: Interview Jason David Frank, the

former Green Ranger who now plays the White Ranger on "Mighty Morphin Power Rangers."

Jason met me at a restaurant for lunch. He was really nice and cool, and he joked around a lot. He taught me some Toso Kune Do (pronounced Toso Kwan Dough) moves on a hill outside the restaurant where we ate. And he told me about *Mighty Morphin Power Rangers: The Movie*.

**D.A.:** Are the Power Rangers in the movie different from the ones on the TV show?

**J.D.F.:** The movie is totally different from the TV show. It's got bigger everything—bigger special

lose our powers, and we have to find a new power.

**D.A.:** What's the new villain, Ivan Ooze, like?

**J.D.F.:** Ivan Ooze is the best monster I've seen so far. I think the *Power Rangers* movie should get nominated for an Academy Award for the best makeup on Ivan Ooze. He's so cool.

**D.A.:** Do you like playing the White Ranger better than the Green Ranger?

**J.D.F.:** Yeah, but I like the Green Ranger, too. I like them both. The Green Ranger was more sensitive,

**D.A.:** Were you recognized in Australia?

**J.D.F.:** Not so much, no.

**D.A.:** What martial art do you use on the show?

**J.D.F.:** On the show and in real life I study Toso Kune Do. It's a combination of every martial-art style mixed together.



Jason (here and above) showed Adam all the white moves.



# Oooooooooo

# IS IVAN

Is the slimy villain in the **Mighty Morphin Power Rangers'** new movie really all bad? We had to find out! By Liz Smith

"Welcome to my nightmare!" D.A. heard Ivan Ooze's ooey-gooey greeting, and 'cause we're not scaredy-cats, we decided to take the Ivan challenge.

We asked the powers that be to dig up ol' Ivan—he's been buried for 6,000 years—so we could have a chat. They told us he wasn't in a good mood. *Hmmm...maybe a long-distance chat would be better.* Cranky Ivan (played by Paul Freeman) rang us up from jolly ol' England. Now, we know he's supposed to be this

awful, horrible, detestable villain, but D.A. and Ivan got along quite nicely. So nicely, in fact, we're planning on getting together for tea and crumpets really soon.

First we talked to Paul about what it was like to become Ivan Ooze:

**D.A.:** How long did it take you to get made up in the Ooze outfit?

**P.F.:** The first day, it took seven and a half hours! Then the makeup artists got it down to a mere four and a half hours. My mask is five separate

pieces stuck onto my face and into my nostrils! I had to wear false teeth and contact lenses. I had to eat

through straws—soups and stuff.

**D.A.:** So Ivan's got purple power, huh?

**P.F.:** Yeah, they needed to dye my tongue, too, because when I talked, my pink tongue came out amongst all this purple. To make my tongue purple, I had to hold black currant juice in my mouth and spit it out right before I spoke.

**D.A.:** What's Ivan's best feature?

**P.F.:** I'll tell you what gave me a buzz—I've got false purple hands with great veins and long purple fingernails, and on top of each knuckle is another nail! There's an extra nail on the thumb knuckle, too! You might not even be able to see it in the movie, but it gave me a great deal of pleasure!

# OZE!



**"Wielding my power gives me great pleasure."**

**T**hen—presto—right before our very eyes, Paul became Ivan, the dreaded ooze-man.

**D.A.:** Why haven't the Power Rangers run into you before—were you hiding?

**I.O.:** I'm the former Emperor of the Universe, and I've been buried for 6,000 years. Lord Zedd raises me from the ground. Not only am I evil, but I'm livid; I rant and rave! I get rid of Lord Zedd pretty quickly—I trap him and Rita Repulsa in a snow globe! Why not?

**D.A.:** What are your special powers?

**I.O.:** I can do almost anything! I just point a finger, and magic rays

come out. If someone locks a door, I transform into ooze and go through the keyhole.

**D.A.:** What's your major goal in life?

**I.O.:** To have complete world domination...and then to be loved.

**D.A.:** To be loved? A big ol' scary monster like you?

**I.O.:** I don't think I'll frighten anyone.... Well, at first, they'll have nightmares, but by the end of the movie, I'm actually quite likable!

**D.A.:** So kids shouldn't be scared of you?

**I.O.:** I rather like kids. I lead them away from their parents, and have a Fun Fair for them at the Ooze

Factory, where they throw ooze on one another. What the kids don't know is that I've turned their parents into slave laborers!

**D.A.:** If you were to fight Batman, who would win?

**I.O.:** (laughs) Well, I always thought of Batman as a wimp! There's an interesting thought: Ivan Ooze meets Batman! Maybe we could have a chain of Ivan Ooze movies!

**D.A.:** If a kid met you on the street, what should he or she say or do?

**I.O.:** They should walk right up to me and say, "Hi, Ivan. How are you? Can I have some ooze?"



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## D.A. here, reporting live from *Apollo 13*

Buckle up—D.A. is about to lift off with *Apollo 13*. We got security clearance and VIP passes for a behind-the-scenes visit to the movie set. There, Junior Reporter Marc Gilbar met Tom Hanks, who plays mission commander

James Lovell. But wait, there's more: Turn the page and you'll get the scoop on the real *Apollo 13* mission, as we explore what happened when a mysterious explosion ripped through the spacecraft some 200,000 miles from Earth. The mission nearly turned into a major disaster, and we've got the inside details from Lovell himself!

The countdown has begun, so hang on!



## My Short Trip to the Moon

BY 1994  
JUNIOR REPORTER  
MARC GILBAR

**T**he *Apollo 13* people told me that the temperature on the soundstage would be 38 degrees, so I wore a parka and ski hat. Luckily, the refrigeration had been turned off the day before my visit. The set had been kept cold to

# Blast Off!





Cool set! Marc sits in the oh-so-tight lunar module.

make the movie much more real.

Everyone was in a good mood because this was the last day of filming. The movie publicist introduced me to David Scott, a former astronaut who was the official space consultant for the film. He told me what fun it was to be the first man

**Action!**  
Marc hangs close while director Ron Howard has the crew film a scene one more time.

**Honorary space cadet**  
Marc strikes a pose with movie astronauts (from left) Bill Paxton, Tom Hanks and Kevin Bacon.

to drive a vehicle on the moon. While I was standing next to him, director Ron Howard asked him for some advice on what Tom Hanks might say in the scene they were filming. Dave helped him out, then introduced me to Tom Hanks, Kevin Bacon and Bill Paxton. They were dressed in space suits. I was so choked up, I could

hardly say the word "Hello." I felt I already knew them very well from all their movies. Kevin

Bacon said, "Hi, I'm Kevin Bacon," and I laughed and said, "Believe me, I know." They had to finish filming, so we went back into the soundstage to watch them shoot the scene in which *Apollo 13* safely splashes down in the ocean.

Every scene has to be just right, so they film it over and over. For this scene, the special-effects guys had to blow smoke into the module.

Sometimes, they blew too much, other times, too little. They also shot the scene



**Successful mission.**  
"Roger, Houston. This is *Apollo D.A.*, signing off."

many times to get different camera angles.

Tom made jokes throughout the filming. One time, he said to Ron, "Wait till you see what we've got planned for you." At the end of the scene, Tom and Kevin added a really long handshake. When Ron realized that was their surprise, he burst out laughing. He admitted he had been a little worried that they were going to pull a prank on him.

I got to watch for a while, and then the studio guys cleared out the visitors so the crew could wrap up filming.



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The Death-Defying Voyage of

# Apollo 13

It was supposed to be just another moon mission.  
Instead, three astronauts were nearly lost in space.  
Here's their incredible story.

BY SHEILA DE LA ROSA



The *Apollo 13* spacecraft, seconds before it lifted into orbit.

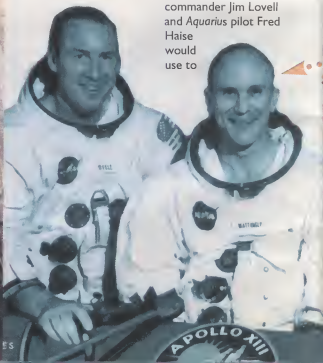
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pril 11, 1970. The *Apollo 13* astronauts had been on their backs for more than two hours, counting down to their blastoff to the moon.

At 1:13 p.m., they lifted off without a hitch. The three astronauts were strapped into seats in an 11-foot-tall, cone-shaped spacecraft officially called the command module—

and nicknamed *Odyssey*. Beyond their backs stretched *Odyssey's* service module, a separate, 25-foot-long compartment that housed the spacecraft's fuel, oxygen and life-support equipment, and the huge rocket engine necessary to reenter Earth's atmosphere.

A man-size tunnel led from *Odyssey* to the 23-foot-tall lunar excursion module (LEM), nicknamed *Aquarius*. This was the spacecraft that commander Jim Lovell and *Aquarius* pilot Fred Haise would use to





# Inside Apollo 13

actually land on the moon five days later, while *Odyssey* pilot Jack Swigert stayed in orbit around the moon.

Well, that was the plan. But on the third day of the mission—206,000 miles from Earth—an explosion rocked *Odyssey*, dwindling its power, oxygen and water supplies.

Uh-oh.

The original *Apollo 13* crew consisted of Jim Lovell, Ken Mattingly and Fred Haise (from left). Seven days before liftoff, ● lucky Mattingly was bumped from the mission and replaced by Jack Swigert.



Astronauts like to give their spacecraft a nerdy name and a nickname (no, we don't know why), but it can still be difficult to figure out exactly what they're talking about. Here's a no-nonsense guide to what was what on *Apollo 13*.

## The Command Module

**Nickname:** *Odyssey*.

**What it looked like:**

An 11-foot-tall, 13-foot-wide cone.

**What it did:** Kept the astronauts in a balmy 72-degree environment, despite temperatures in space that range from a sizzlin' 280 degrees in the sun to a t-t-t-teeth-chatterin' minus-280 degrees in the shade!

## The Service Module

**Nickname:** *Odyssey*.

**What it looked like:** A 25-foot-long battery with four little satellite dishes hanging off one side

and a funnel stuck to the bottom.

**What it did:** Contained all the stuff that keeps the spacecraft working—the main electrical power and oxygen sources, the engine, the engine's fuel, life-support equipment, and the huge rocket engine—in six separate compartments.

## The Lunar Excursion Module (LEM)

**Nickname:** *Aquarius*.

**What it looked like:** A foil-covered, 23-foot-tall bug, complete with four long legs.

**What it did:** Supposed to transport two astronauts from the orbiting spacecraft to the moon's surface and back to the mother ship. Instead, the three *Apollo 13* astronauts used it as a lifeboat for four days when their command module lost power.





When an explosion tore through the service module, the astronauts' efforts turned from landing on the moon to surviving the disaster.





**9:07 p.m.**  
**Monday, April 13**

**Ka-BOOM!**

"Houston, we've had a problem," said Commander Lovell, eyeballing *Odyssey's* instrument panel. He was talking to the scores of engineers and technicians who were directing the flight from mission control in Houston.

A bomblike bang had just rocked *Odyssey*. Red and yellow warning lights flashed, and gauge readings were going wild on the instrument panel. The spaceship was wobbling and lurching its way through space. Lovell flutter-kicked through the gravity-free air and peered out the window. What he saw made his eyes bug out. A white gassy cloud surrounded his ship, extending for miles in all directions. But this was

no normal cloud. It was the ship's oxygen supply leaking out of the ship!

The *Apollo 13* crew was in deep trouble.

Lovell swam back to his control panel to check out his two remaining oxygen tanks. The instrument panel showed that one tank's oxygen had simply disappeared. Even worse, another tank was losing oxygen. He did some quick math. He and his crew had only a couple of hours before their 320 pounds of oxygen would be gone.

They needed 100 hours to get home.



Before the emergency, TV viewers got a tour of the *Apollo 13* lunar module from Fred Haise.

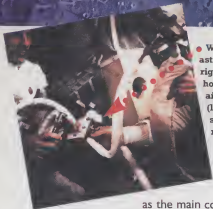
"If we're going to get home," Lovell said to his crew, "we're going to have to use *Aquarius*."

Nobody said what everybody knew: Landing on the moon was history for this crew.



**10:50 p.m.**  
**Monday, April 13**

Astronaut Jack Swigert shivered. The temperature aboard *Odyssey* had plunged from 72 degrees to 58 degrees. And it was still falling. Something had to be done—fast! "We're starting to think about the LEM lifeboat," said mission control. This was a maneuver the crew had practiced in Houston aboard an *Apollo 13* simulator that did everything their real spacecraft did except leave Earth. One time, they pretended there was a horrible problem



• While the astronauts rigged up some homemade air scrubbers (left), the scene at mission control (below) was tense.

with *Odyssey*. They abandoned that spaceship and squeezed into *Aquarius*, using the LEM as their command module.

But that was pretend. They'd kept up the maneuver for a few hours, max. Nobody knew if *Aquarius* could perform

as the main cockpit for hours and hours and hours on end. Now, it looked like they were going to find out.

Lovell and Haise wedged into the eight-foot-by-three-foot compartment and, through a makeshift hose, fed oxygen to Swigert, who stayed behind in *Odyssey*. Now *Aquarius*—meant to sustain two astronauts

on the moon for two days—had to support the three spacemen, who were four days from Earth.

Survival looked iffy.



**2:43 a.m.**  
**Tuesday, April 14**

*Apollo 13's* route had been planned for a moon landing. Now, if the spacecraft stayed its course, after it whizzed around the back side of the moon, it would overshoot the earth on the return by 40,000 miles! The



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crew would end up lost in space.

The astronauts had to change their course using the stars to pinpoint their exact location. But the escaping oxygen kept Lovell from seeing the stars. Mission control improvised and helped him to double-check his position using the sun as his star. It worked!

The new course led around the moon and would end in a splashdown on Earth—in 91 hours. But that was still way more than the oxygen left in the LEM would allow.



**3:38 a.m.**  
**Wednesday,**  
**April 15**

The astronauts had rounded the moon safely. But the word at mission control was that the crew was due to asphyxiate—choke to death on their own waste gases—soon.

*Aquarius* had air scrubbers to get rid of the carbon dioxide the astronauts expelled, but the air scrubbers were only designed to take care of two men for 53 hours. Without working air scrubbers, the poisonous CO<sub>2</sub> would crowd out the oxygen from the

air. The result? Choke city.

Luckily, somebody had a solution. Homemade air scrubbers. Using *Odyssey's* air scrubbers, spare hoses, cardboard, plastic bags and duct tape, mission control talked the crew through an air-scrubber-making session. Whew!



**6:52 a.m.**  
**Friday, April 17**

Lovell, Haise and Swigert were about to jettison, or detach and get rid of, *Odyssey's* service module.



They were eager to see the damage as it floated by.

What they saw was shocking: a 15-foot-long section of the ship's protective skin was gone!

Completely blasted away from the ship!



10:43 a.m.  
Friday, April 17

It was time to return to *Apollo 13*'s real command module. *Aquarius* had turned out

Mission control erupted in cheers when the command module floated down safely to the Pacific Ocean (above).



to be an OK lifeboat, but it was missing a couple of items that the crew needed to reenter Earth's atmosphere, such as a heat shield to protect them from the heat of reentry.

"Freddo," said Lovell to Haise, "it's time we bailed out of this ship." Before Haise left, he pulled some netting

off the wall near his station and stuffed it in his pocket.

"Souvenir," he explained. Then he swam through the tunnel to join Swigert.

Lovell grabbed some souvenirs, too, including the helmet he would have worn on the moon. The tunnel was sealed, the air pressure stabilized, and the switch to jettison the LEM thrown. There was a *pop!* and the crew's lifeboat of four days somersaulted away.



11:53 a.m.  
Friday, April 17

"Gentlemen," Lovell announced to his crew, "we're about to reenter. I suggest you get ready for a ride." He and his crew tightened their shoulder belts and lap belts.

Reentering Earth's atmosphere began with a light show. From the blackness of space came a blush of pink, then





Safe and sound, Commander Lovell was the last astronaut to be plucked from the ocean.

orange. The orange morphed into red. Then gravity slowly weighed down the astronauts.

When the edge of the command module—which was traveling at 25,000 miles per hour—came in contact with the atmosphere, the resulting friction created temperatures as high as 5,000 degrees. Mission control could hear only static during the

four-minute-long reentry. If the heat shield did its job, the astronauts' voices would come back on the radio. If not, the crew would be incinerated.

At mission control, engineers listened to the static in their headsets and silently watched the clock. Two minutes. Three minutes. Four minutes went by.

"Odyssey, Houston standing by, over," said the capsule communicator, known as capcom, at mission control.

Nothing but static. Another minute went by.

The engineers stared at their computer screens.

"OK, Joe," astronaut Swigert said, finally breaking through the static.

"We read you, Jack," answered the capcom, closing his eyes in thanks.



Following much-needed showers and rest, the three survivors—Haise, Swigert and Lovell (from left)—received a ticker-tape welcome in Chicago, Illinois (above right).







12:07 p.m.  
Friday, April 17

Down, down, down.  
28,000 feet...26,000  
feet...24,000 feet...Pop!  
The command module's  
three orange-and-white  
parachutes opened.



The Apollo 13 crew swayed left, then right, then left as *Odyssey* went from a 175-mile-per-hour roller-coaster ride to a 20-mile-per-hour glide into the blue waters of the South Pacific.

"Hang on," advised Commander Lovell. "This could be rough."

And then... splashdown! Saltwater licked the command module's five portholes. Sailors whooped on the decks of the U.S.S. *Iwo Jima*, the ship that had the honor of plucking the astronauts out of the South Pacific.

"Fellows," said Lovell, "we're home."



# Rocket ELL Man

Meet the real-life hero of *Apollo 13*.

BY SEAN PLOTTNER



**A**stronaut Jim Lovell knows everything about the real Apollo 13. He was, after all, commander of the mission.

Naturally, D.A. was pretty psyched when Lovell called to talk about both Apollos—the mission and the movie.

**D.A.:** What's it like to blast off from the launchpad?

**J.L.:** It's actually kind of anticlimactic. You work so hard to get ready for the flight, and then liftoff is mostly automatic. It's noisy and the engines shake slightly to one side or the other, so you do get rocked back and forth in your seat violently.

**D.A.:** Were you scared when you heard the explosion on Apollo 13?

**J.L.:** Well, the fear factor was pretty great in the beginning when we lost all of our oxygen, electrical power, and

propulsion. We didn't know how we'd get home. But as we kept solving crises one by one, our confidence went up.

**D.A.:** How was splashdown?

**J.L.:** The edge of the spacecraft hit the water and we knifed in gently—a good hit. When the Apollo 13 crew was finally bobbing in the ocean, I felt great relief.

**D.A.:** Could a space crisis like Apollo 13 ever happen again?

**J.L.:** It could always happen again. As long as humans are involved, there will be accidents—no matter how careful we are.

**D.A.:** What makes the film *Apollo 13* different from other space movies?

**J.L.:** Well, this is a *true* space adventure. A lot of space movies are fantasies.

**D.A.:** Did you get to meet Tom Hanks?

**J.L.:** He wanted to get to know the character, so I invited him to my house before filming started. He's a space enthusiast. He said he always wanted to play an astronaut. We flew my airplane at night so I could show him the stars I saw during the Apollo 13 flight. And I made a cardboard cutout in the shape of the lunar-module window so he could look through that and see exactly what the Apollo 13 crew saw on the way to the moon.

**D.A.:** You never stepped on the moon, but you sure got close. Isn't that a bummer?

**J.L.:** While we were trying to get home, all I cared about was survival, so I didn't give it much thought. Just after I returned, though, I was frustrated. I would love to have landed on the moon, but it just never came to pass. Still, I had a nice career in space.

BY DEBORAH BARNES

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# TWOSOMES

To win in sports, you need **talent**. But you also need to work well with your **team**. Sometimes, two teammates come along who work so well together that they become a **dynamic duo**: They make each other, and their team, better. Alone, they're great, but when they get together—**look out!**



**Barry Bonds and Matt Williams**  
• San Francisco Giants

**When** Barry Bonds joined the Giants in 1993, he was already a monster hitter. He found a slugging soul-mate in Matt Williams, and together the two dominated the last full season of play. Bonds topped the league in home runs with 46, and Williams finished third in the league with 38 dingers.

"I'm pleased to play with someone who has the ability that Barry has, but it takes a full team effort to win," says Matt. Maybe so, but fans love to watch these new bash brothers!



## **Karolyn Kirby and Liz Masakayan** • **Pro Beach Volleyball**

"Chemistry on and off the court is so important," adds Liz. "It makes things simpler." Guess so! In 1993, they had the most successful season in the history of the Women's Professional Volleyball Association, winning 12 of 13 events on the tour, plus the world championship, and sharing MVP honors. Now *that's* teamwork.

## **EVERYONE**

knew how great Shaq was before he turned pro, so he was the top pick in the 1992 NBA draft. Anfernee "Penny" Hardaway was also famous when he came to the Magic a year later—mostly because he was being traded for Chris Webber. But combining Penny with Shaq has proved a stroke of genius for the Magic. Hardaway does it all and gets better every day. He either has eyes in the back of his head or a sixth sense for detecting where his big man is on the court.

"I consider Penny and me to be the Kareem and Magic of the '90s," says Shaq. "My favorite play this year was when I passed the ball to him and he slam-dunked it—a role reversal!"

Watch them play together and your jaw will drop approximately 5.6 times per game—the highest awe quotient in the NBA!



## **Shaquille O'Neal and Anfernee Hardaway** • **Orlando Magic**

## **KaRolyN** Kirby

and Liz Masakayan played volleyball separately for years until they teamed up in 1993. Together, they took their game to a new level.

"We expect a lot of each other because we're confident in each other," says Karolyn. "We don't roll our eyes and turn away when the other one makes a mistake.

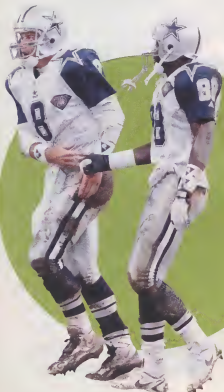
We always build each other up."

**Karl** Malone joined the Jazz in 1985, a year after John Stockton joined. Malone soon earned his nickname, the Mailman, but he's quick to say he couldn't deliver his trademark slams and All-Star performances without eye-popping steals and passes from Stockton, the NBA's assist master. Stockton holds the career record for the highest assists-per-game average. And last season he broke Magic Johnson's all-time assist record.

"The guy's my idol," Stockton says of Malone. "Nobody does more for his team than Karl does for ours." Both players are All-Star regulars, and both were members of 1992's Olympic Dream Team. They're proof that great things come in pairs!



**John Stockton and  
Karl Malone • Utah Jazz**



**Back** in 1989, no one could foresee the greatness of this twosome. Injured Michael Irvin was hurtin' on the sidelines, and rookie quarterback Troy Aikman suffered through a 1-15 season. But they soon learned to work magic together, and by 1992, Irvin was MVP of the Pro Bowl. The next year, Aikman was MVP of Super Bowl XXVII, leading the Cowboys to an NFL title. Irvin also turned in a game-breaking performance, including catching two touchdown passes in 15 seconds. They liked the Super Bowl so much, they came back for a repeat win in 1994. From the pits to the championship in just five years—that's awesome!

**Troy Aikman and Michael Irvin  
• Dallas Cowboys**

# GREAT TeAMmAtES

## Hall of Fame



**Jerry Rice and Joe Montana:** Look in the record books. These two names are everywhere. Some sports insiders have called Montana the best quarterback ever. He had already led the 49ers to two Super Bowl victories when Rice joined the team. But the addition of lightning-quick receiver Rice and his Zen-master concentration on the ball helped Montana lead the 49ers to two more Super Bowl wins.

**Mark McGwire and Jose Canseco:** These two were known as the Bash Brothers on the awesome World Series Champion Oakland A's of 1989, when McGwire hit 33 homers and drove in 95 runs. Canseco is the only player to top 40 homers and 40 stolen bases in one season, and he was the American League MVP in 1988, when he batted .307 with 124 RBIs. Canseco's solid hitting and on-base percentage boosted the RBI count for McGwire. They also invented the Bash Brothers



forearm high-five, which they used to do at the plate after they scored.

**Aleksandr Zaitsev and Irina Rodnina:** These skate mates from the former Soviet Union are legends in the figure-skating world. Rodnina had skated with other partners, but once she teamed up with Zaitsev, the two were unbeatable. They won the pairs world championship six consecutive times—from 1973 to 1978—before retiring. Even today, great figure-skating pairs are compared with Rodnina and Zaitsev.

—D. B.



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The **praying**

**mantis** is the only

insect that can turn its head

without moving its body. The

**white shark** is the only sea

animal with no natural enemies. Even killer whales won't go near these

big, nasty guys! And what's the only purple animal? Why, the **South**

**African blesbok**, of course!



## Hanky, Anyone?

In the pressurized suits worn by early astronauts, **nose-blowing** was impossible!

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**B**ut we need your help. Since we can only play with toys **sometimes** (you know, when the big boss isn't looking) and you get to play with toys practically **all the time**, we want your vote for your favorite toys! Send us your completed ballot by August 7, and you could win \$500 to blow at your **favorite toy store!**

# Awards

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6. Coolest **Video** Game System \_\_\_\_\_
7. Hottest **Remote-Controlled** Vehicle \_\_\_\_\_
8. Best Toy to Take **to the Moon** \_\_\_\_\_
9. Coolest **OUTDOOR** Toy \_\_\_\_\_
10. Best **Beat-the-Blahs** Board Game \_\_\_\_\_
11. Wildest, **Wettest** Toy \_\_\_\_\_
12. Best **Laboratory** Set \_\_\_\_\_
13. Wish This Toy Could **Come ALIVE** \_\_\_\_\_

14. Noisiest Toy \_\_\_\_\_

15. Movie Toy That's **Better** Than the Movie \_\_\_\_\_

16. Wickedest **WHEELS** \_\_\_\_\_

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# GATHER 'ROUND

By Kim Lockhart and Jason R. Rich



Here's all you need to know to play Magic: The Gathering.

Welcome to a land of sorcerers, dragons, warriors and goblins. No, you haven't traveled back in time to King Arthur's court. You've entered a magical world where players pretending to be powerful sorcerers cast spells using special powers provided by a deck of cards.

The game is called **Magic: The Gathering**, and it's one of the coolest new card games around. It's played with a deck of 40 to 60 cards, each with a special power. In tournaments, players battle one-on-one; each player tries to drive his opponent from the land of **Dominia** by depleting the opponent's 20 **life points** before his own points run out. When you're just playing with friends, any number of people can play, which is cool 'cause the more people you have playing, the longer the game will last.

Each player shuffles and cuts his deck of cards and then takes seven cards off the top. To find out who goes first, you can either roll dice, flip a coin or take the bottom card from your deck—the player holding the highest casting cost goes first. Players then take turns playing cards, each player always **untapping** his played cards (positioning them so they may be used again) and drawing a new card from the top of the deck at the beginning of a turn.

The key to winning is playing with a powerful deck of cards. To get one, you'll need a starter deck, which costs about \$8, and a few supplemental packs of 15 cards that cost about \$2.50 each. You never know what you'll get in a pack—the assortment is totally random. You can also trade cards with your friends. Once you have a deck, you're ready to start casting spells.

Cards are classified as Common, Uncommon and Rare, based on how many are made.

## Sample Hand

At right is a sample hand of seven cards. If this is your first hand of the game, the best move you can make is to play your mana card, Swamp, and your artifact, Sol Ring, and then wait for your next turn and hope you draw another mana card. Then you can play your Wall of Bone card.



1. Black mana card, land
2. Colorless mana card, artifact
3. Red summon card
4. Red sorcery card
5. Black summon card
6. Black sorcery card
7. Black summon card

# The Magic Words

**Here are some of the terms you need to know before you start throwing spells left and right:**

**Mana:** Cards that give players the ability to cast cards/spells. (Some strategists recommend that one-third of your deck be mana.)

**Casting:** Using mana to play a card.

**Casting Cost:** The number of mana it takes to play a certain card. This number is located on the upper right of each nonland card.

**Tapping:** Using the effect of any card on the table.

**Permanents:** Cards that stay in play continuously throughout the game.

**Enchantments:** Permanent cards that can help or hurt a card or player, depending on the card.

**Artifacts:** Permanent, colorless cards with special abilities that can be cast using mana of any color.

**Summons:** A spell that brings a creature into play.

**Sorceries:** Basic spell cards.

**Common** cards are easy to find in a pack, and as a collectible probably aren't worth much, but that doesn't mean they're not valuable in playing the game. Without such Common cards as Land cards, you can't get any mana.

**Uncommon** cards are harder to find, and the more powerful they are, the more money they bring on the collectible market. **Rare** cards are usually the most powerful and most expensive. They can go for as much as \$150.

The cards come in five different colors. White cards are considered good cards that help and heal. Blue cards represent elements such as air and water. Red is the color of earth

and fire and is a destructive color. Black cards are evil. Green cards get their power from the forest and other forces of nature. And there are also colorless cards, called **artifacts**; these represent magically powered objects.

Magic requires plenty of skill as you plan strategies and build a deck to help you defeat your opponent.

D.A.'s best bit-o-advice for beginners is to watch someone play before you start casting your own spells, because the rules can be confusing. But once you get the hang of it, the game's a lot of fun. And since everyone's deck and

strategy is different, no two games will ever be exactly the same.



## Know the Card

1. Name of card
2. Type of card
3. Amount of mana needed
4. Amount of damage, or life points, to be done



Shivan Dragon

Fork

Force of Nature



## Magic's Most Wanted

**C**onstructing a powerful deck is the key to winning at Magic. Here are some of the most powerful and currently in-demand cards that can help you defeat your opponent's deck.

**Black Lotus:** Play this card to gain three mana points of any color. (This card is no longer in print and is valued at approximately \$150.)

**Braingeyser:** Allows you to draw multiple cards from your deck.

**Copy Artifact:** Use this card to duplicate artifacts in play.

**Demonic Tutor:** Allows you to draw a single unused card from the deck.

**Force of Nature:** Powerful creature cards.

**Fork:** Allows you to copy any instant or sorcery card as it is being played.

**Mirror Universe:** Forces your opponent to trade life points with you, if you choose.

**Moxes:** These cards generate mana, yet it costs you no mana to bring them into play. There are five of them, one of each color.

**Regrowth:** Allows you to replay a used card.

**Royal Assassin:** This card destroys any tapped creature.

**Shivan Dragon:** A very powerful creature card.

YOU THINK THEY KNOW?

I DON'T  
KNOW. LET'S  
ASK THEM.



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KBEA-AM, Kansas City, 1480  
WDOZ-AM, Detroit, 1310  
WSYW-AM, Indianapolis, 810  
TBA, Philadelphia

# COMIC ZONE



WELCOME TO THIS MONTH'S COMIC ZONE

Our adaptation of *Pocahontas* concludes this month. By now, I feel as if I know Pocahontas, John Smith, Flit, Meeko and the rest, and I'll miss having them around.

On July 27-30, I'll be at the **San Diego Comi-Con**, which will be held at the San Diego Convention Center. This is the biggest comic-book convention in the country, and I'll be there to gab with writers and artists, check out what's going on at other companies, and scope out the dealers' room for neat new comics, cards and toys for my collection.

If you see me, be sure to come up and say hi—and let me know what you think of the Comic Zone.

## POCAHONTAS

Part 2.....PAGE 56

## NERVOUS REX

in "Benighted by Day".....PAGE 79

Let me know what you think.  
Write to me:

Heidi MacDonald  
DISNEY ADVENTURES  
114 Fifth Avenue  
New York, NY 10011-5690  
E-Mail: [ComixAce@AOL.COM](mailto:ComixAce@AOL.COM)



*Heidi*

# Disney's POCAHONTAS

## PART TWO

THE YEAR IS 1607, AND ENGLISH SETTLERS SEARCHING FOR GOLD HAVE LANDED IN VIRGINIA, HOME OF THE POWHATAN TRIBE. THEY ARE LED BY GOVERNOR JOHN RAYCLIFFE.

POCAHONTAS, CHIEF POWHATAN'S DAUGHTER, HAS MET JOHN SMITH, AN ENGLISH ADVENTURER. THEY FIND THEMSELVES DRAWN TO EACH OTHER IN A WAY THAT NEITHER QUITE UNDERSTANDS.

BUT EVEN WHILE THE FRIENDSHIP BETWEEN THE TWO DEEPENS, A SKIRMISH BREAKS OUT BETWEEN THE ENGLISH AND THE POWHATAN INDIANS, AND BOTH SIDES MAKE READY FOR WAR.



BACK TO CAMP!  
GET THE REST OF  
THE CANNONS ASHORE  
AND FINISH BUILDING  
THE FORT!

AYE,  
GOVERNOR.

AND YOU  
LEARN TO USE THAT  
THING PROPERLY. A MAN'S  
NOT A MAN UNLESS HE  
KNOWS HOW TO  
SHOOT.

BACK AT POWHATAN'S  
LONGHOUSE...

THIS WOUND  
IS STRANGE  
TO ME.

WE WILL FIGHT  
THIS ENEMY.

KOOKUM, SEND  
MESSENGERS TO  
EVERY VILLAGE IN  
OUR NATION.  
WE WILL  
CALL ON OUR  
BROTHERS TO  
HELP US  
FIGHT.



THESE WHITE  
MEN ARE DANGEROUS.  
NO ONE IS TO GO  
NEAR THEM.



BUT...

YOU THINK  
OF THIS LAND, AND  
EVERYTHING IN IT,  
AS SOMETHING  
YOU CAN CLAIM.

BUT WE  
KNOW EVERYTHING  
HERE AS A FRIEND,  
AND AS A  
BROTHER.



COME RUN THE  
FOREST TRAILS WITH  
ME, JOHN! STOP TRYING  
TO FIGURE OUT WHAT  
EVERYTHING IS  
WORTH!



SWIM IN THE  
CRYSTAL-CLEAR WATER  
WITH MY BROTHERS  
THE HERON AND  
THE OTTER.



DAYS LATER, JOHN SMITH FINDS THAT HIS THOUGHTS ARE ELSEWHERE...

I'M DOOMED! I SHOULD BE WALLOWING IN GOLD BY NOW!

I MUST SEE HER AGAIN!

I KNOW IT'S HERE SOMEWHERE! SOMEBODY'S GOT TO HAVE IT!

OF COURSE! THE INDIANS! THEY HAVE THE GOLD!

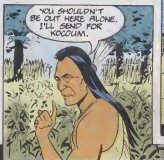
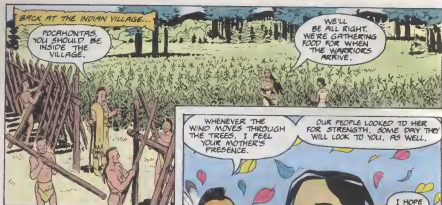
WHERE'S CAPTAIN SMITH?

HE'S...NOT HERE.

WELL, GO LOOK FOR HIM!

IN THE WOODS? WHAT IF WE RUN INTO INDIANS?

THAT'S WHAT *GEARS* ARE FOR.

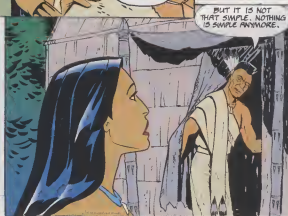












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WE'RE GOING TO ELIMINATE THOSE SAVAGES!

NO, YOU CAN'T! WE DON'T HAVE TO FIGHT THEM!

SCOUTING THE TERRAIN, SIR.

THEN YOU KNOW THE INDIANS' WHEREABOUTS. WE'LL NEED THAT INFORMATION FOR THE BATTLE.

BATTLE?

JOHN, WHAT'S GOTTEN INTO YOU?



THEY JUST WANT TO KEEP OUR GOLD!

THERE IS NO GOLD.





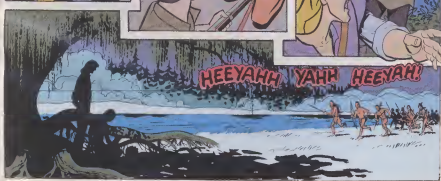
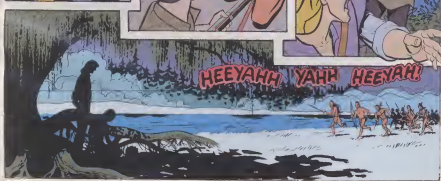
THAT NIGHT...

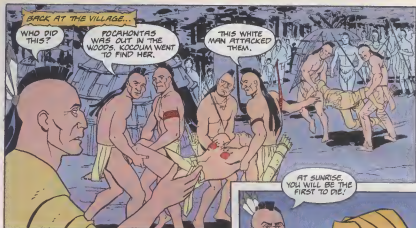




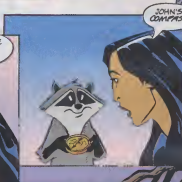
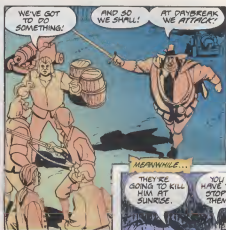


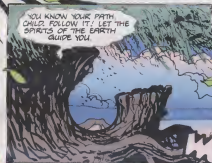
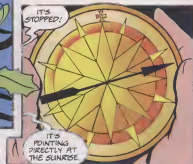




















THIS IS THE PATH I CHOOSE, FATHER. WHAT WILL YOURS BE?

MY DAUGHTER SPEAKS WITH A WISDOM BEYOND HER YEARS. WE HAVE ALL COME HERE WITH ANGER IN OUR HEARTS, BUT SHE COMES WITH COURAGE AND UNDERSTANDING. FROM THIS DAY FORWARD, IF THERE IS TO BE MORE KILLING, IT WILL NOT START WITH ME.

RELEASE HIM.



NOW'S OUR CHANCE! FIRE!

NO...WE CAN'T. THEY LET HIM GO.



FINE. I'LL SETTLE THIS MYSELF!



NO!







# NERVOUS REX

by WILLIAM VAN HORN

IT MUST BE SAID  
HERE JUST FOR THE  
RECORD THAT OUR REX  
IS NOT REALLY AFRAID  
OF THE DARK! NOT  
UTTERLY! AFTER ALL,  
WHAT IS DARKNESS  
BUT THE ABSENCE  
OF LIGHT! RIGHT?

I'VE GOT THE  
CONCEPT DOWN  
PAT!

CONVERSELY,  
LIGHT IS A SIMPLE  
STATE OF  
UNDARKNESS!

YES?

A CLARITY OF  
THOUGHT  
UNPARALLELED!

NO, REX  
ISN'T AFRAID  
OF THE DARK  
"PER SE"...

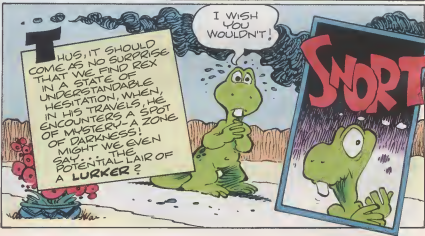
HA! NOT ME! ON A BRIGHT,  
EFFERVESCENT DAY LIKE THIS,  
A DAY FREE OF DEARIES  
LOOMING PRESENCE-HO! HO!  
HOW COULD I BE AFRAID  
OF ANYTHING?

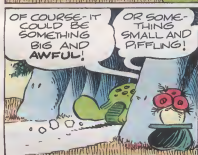
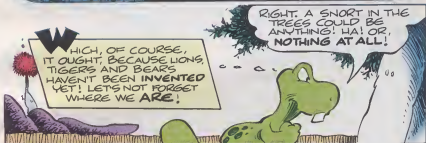
**A**H, BUT- REX  
IS WARY OF  
DARKENED  
PLACES!



**Y**ES, A  
DARKENED PLACE  
IS AN INSTANT  
SPOT OF MYSTERY-  
A ZONE OF  
UNCOMFORTABLE  
POSSIBILITIES -  
A PLACE WHERE  
SOMETHING MIGHT,  
SHALL WE SAY...

...LURK?





IF THAT'S THE WIND, IT'S CERTAINLY GOT ONE HECK OF A HEROIC CASE OF INDIGESTION!



**A**ND SO IT COMES ABOUT THAT AT THIS VERY MOMENT OF MAXIMUM UNCERTAINTY FOR REX, WHO SHOULD HAPPEN ALONG TO SHED A LITTLE LIGHT...



FORKIE! AM I EVER GLAD TO SEE YOU!



YOU'RE LUCKY TO SEE ANYTHING IN THIS MURK! WHAT'S COOKIN', REX? HAVING TROUBLE WITH THIS INSTANT SPOT OF MYSTERY WE'RE IN?



NOT "PER SE" BUT, FORKIE, THERE'S SOMETHING **LURKING** IN HERE! SOMETHING THAT **SNORTS**!



YA DON'T SAY?

WELL, LET'S SEE...

WHAT COULD A SNORT IN THE TREES BE?



**SNORT**

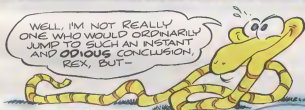


WHATEVER IT IS, IT MUST BE SOMETHING **BIG**!

THAT POSSIBILITY CROSSED MY MIND. SOMETHING BIG AND AWFUL!







**RUSTLE  
CLUMP  
CRASH!**



**A**ND SO, UPON THAT NIGHT, AND ON THE MANY OTHERS THAT HAVE FOLLOWED IT, REX HAS GROWN TO A GREATER INTIMACY WITH THE DARK. IN FACT, HE HAS FOUND IN IT A CERTAIN FREEDOM AND CURIOUS COMFORT. LISTEN...

YOU KNOW, REX, IT WOULDN'T HAVE BEEN SO BAD IF YOU HAD JUST BEEN CONTENT TO MERELY FAINT DEAD AWAY THAT DAY!

I KNOW.

YOU COULD HAVE BLAMED THE WHOLE AFFAIR ON A LACK OF OXYGEN, OR SOMETHING.

TRUE.

BUT TO RANT AND RAVE ABOUT A GIGANTIC PURPLE GHASTLINESS IN THE GLOOM **BEFORE** YOU FAINTED! HA! THAT WAS A BIT MUCH!

DEARIE SEEMS TO FEEL THE SAME WAY!

YEAH. HOW MANY TYRANNOSAURUS HUBBIES GET TO SPEND ALL NIGHT OUT **EVERY NIGHT?**

FOR KEE WHEN IT COMES TO DARKNESS, I'VE SEEN THE LIGHT!

HOW'S THAT, REX?

WELL, NOWADAYS FOR ME, NIGHT IS NOT ONLY THE ABSENCE OF **LIGHT...**

YEAH...

... IT'S ALSO THE ABSENCE OF **DEARIE!**

JAN HORN

**END**

# Wow!

This is **Gregory Benton**, D.A.'s

kooky Junior Comics editor, introducing the **Junior Comics Zone**, a special section featuring comics drawn by you!

**DISNEY ADVENTURES** will feature a different one-page comic **each month**, and yours could be one of them!

I'm sound asleep, and in my dreams you're all sending me comics....

**So...** what are you waiting for?  
**Let's go!**

### The Rules:

Open to readers ages 7-14. All submissions **must** state your name and age and **must** include a self-addressed, stamped envelope in order to be considered for the Junior Comic Zone. All comics **must** be no longer than one page and must fit on an 8 1/2" x 11" page. Selection of comics will be at the sole discretion of the editors. Comics selected may be revised prior to publication. If your comic is selected, you will be contacted by mail. All entries become the property of **DISNEY ADVENTURES** magazine and may not be returned.

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## COMIX ZONE

**Players:** One

**System:**

Genesis

**Mission:** You're a comic-book artist who must fight the villain you created.

**Difficulty:**

Brainer



Comix Zone is a truly interactive comic-book adventure—every drawing comes to life right on the game screen. ● You play comic-book artist Sketch Turner and are magically transported into your own comic book. ● Mortus, the villain you created, has entered the real world. ● You must find a way to get back home to stop him from taking over the world.

## JUDGE DREDD

**Players:** One

**Systems:**

Super NES/Genesis/  
Game Gear

**Mission:** As Judge Dredd, the perfect law-enforcer, you must capture Rico before he takes control of Mega-City One.

**Levels:** 12

**Difficulty:** Megabrainier



The first seven stages are based on this summer's megahit movie starring Sylvester Stallone as Judge Dredd. ● The remaining five stages are taken from the pages of the *Judge Dredd* comic-book series. ● Get ready for nonstop action as you control Judge Dredd—he's judge and jury—battling futuristic enemies, including ABC Robot, Rico, and the Angel Gang.

# THE POWER IS ON SNES

An Explosive Fighting  
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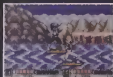
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## R.B.I. BASEBALL '95

### Players:

One or two

### System:

Genesis 32X

**Mission:** Win the game!

**Difficulty:** Brainer



Play ball! Experience at-the-plate action with the extra-large batter/catcher playing view. ● This game's got all the real-life major-league players and their actual 1994 stats. ● Check out the live-action video clips between plays and innings. ● Manage your favorite team during a single game or a complete 162-game season, including the playoffs and world championship series. ● All 28 big-league stadiums are re-created for you to play in.

## ANIMANIACS

### Players:

One or two

**Systems:** Super NES/Genesis/Game Boy/Super Game Boy

**Mission:** Help Yakko, Wakko and Dot explore movie studios filled with traps and tricks as they search for movie memorabilia and missing movie scripts.

**Stages:** 7 (Super NES)/6 (Genesis)/5 (Game Boy)

**Difficulty:** Brainer



Be a maniac! You can control Yakko, Wakko or Dot. ● Each one has special abilities that you must use to overcome wacky obstacles. ● Each movie set you visit will be totally different, so be prepared for anything.

## Month!

To instantly reach any level in Disney's *The Lion King* (Genesis version), go to the Options menu and press Right on the D-Pad, A button, A button, B button and then Start. *Hakuna Matata!*

Roger Soussou, 12  
Wayne, New Jersey

Gamer's tip of the

# TUNE IN TO THE LOONEY TUNES!



Go crazy! Choose from regulation slam-dunkin' action or turn up the Wacky Meter for pie-in-your-face jammin' in *Looney Tunes B-Ball!* *Haunted Holiday* pits the world's most popular pig against ghosts, monsters and meanies in six shuddery worlds! Race around the globe with Speedy Gonzales, the fastest mouse in all of Mexico, in *Los Gatos Bandidos!* The Looney Tunes characters come alive!



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# Card Shark

**Play ball! Baseball's back, and so are baseball cards. Catch your favorite big leaguers in these hot sets!**

## 1995 Leaf Baseball Series 1

**Vital Stats:** 262 cards with full-color photos and large, holographic silver-foil team names.

**Feel the Stitching:** If cardboard isn't enough for you, you'll love the embossed Statistical Standouts inserts. They feel like leather-stitched

baseballs. As a bonus, the signatures of players such as Kirby Puckett and Frank Thomas are stamped in gold on each card.

## Sportflix Baseball 1995

**Vital Stats:** 170 cards featuring Pinnacle's exclusive lenticular animation—it keeps the players movin'.



**Blastin' Baseball:** The 3-D Detonators insert set shows off nine of the game's most explosive hitters.

**Double Your Fun:** One out of every 48 packs includes a Double Take insert card. The card is clear but features two players whose images shift when you wiggle it.

## 1995 Upper Deck Collector's Choice

**Vital Stats:** 530 interactive cards with large, full-color pics.

**What's the Call:** This five-card subset gives you a look at some of baseball's oddest rules and plays. **Crash the Game:** Upper Deck's 20-card insert set returns to the diamond. Each card lists three game dates. If the pictured player homers on one of the dates, you win the 20-card set.



**Above: Leaf Series 1. Far left: 1995 Upper Deck Collector's Choice. Left: Sportflix 1995.**

**What cards do you collect?** Write to Card Shark, DISNEY ADVENTURES, 114 Fifth Avenue, New York, NY 10011-5690



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**FLEER ULTRA**

ON SALE JULY '95

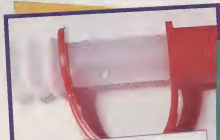
ALL THE EXCITEMENT OF WATERWORLD IS  
CAPTURED IN A DAZZLING CARD SET  
FROM FLEER.

# puzzles

use your brain!

► eye bogglers

Can you recognize these common items this close up? Try to figure out what they are, and put your answers in the boxes.



1



2



3



4



5



6

rad!

Check out this totally rad puzzle—all these words have the letters R-A-D in them. See if you can figure out what the words are and fill in the blanks.

1. Plays U2

R A D \_ \_ \_

2. Extreme

R A D \_ \_ \_ \_

3. They cool cars

R A D \_ \_ \_ \_ \_

4. A sub uses it to navigate

R A D \_ \_ \_

5. To get an academic degree

\_ R A D \_ \_ \_ \_

6. Red root with white insides

R A D \_ \_ \_ \_

7. Sends out rays

R A D \_ \_ \_ \_ \_

8. An A+ is an excellent...

\_ R A D \_

9. Type of tire

R A D \_ \_ \_ \_



## family matters • .....

▼  
You've heard of an army of ants and a flock of birds. Can you figure out what these animals are called when they hang out in a group?



### ANIMAL

Bears

Boars

Caterpillars

Eels

Foxes

Goldfish

Grasshoppers

Jackrabbits

Kangaroos

Lice

Rhinoceroses

Seals

Snakes

Turtles

### GROUP NAME

Army

Bale

Bed

Cloud

Crash

Flock

Husk

Knot

Pod

Skulk

Sloth

Sounder

Troop

Troubling

# Answers

Jackrabbits—Husk  
Kangaroos—Troop  
Lice—Flock  
Rhinoceroses—Crash  
Seals—Pod  
Snakes—Knot  
Turtles—Bale  
Bears—Sloth  
Boats—Sounder  
Caterpillars—Army  
Eels—Bed  
Foxes—Skull  
Goldfish—Troubling  
Grasshoppers—Cloud

## FAMILY MATTERS

1. Radio  
2. Radial  
3. Radial  
4. Radar  
5. Graduate  
6. Radish  
7. Radial  
8. Grade  
9. Radial

## RAD!

1. Sport-bottle straw  
2. Drain plug  
3. Water-bottle spout  
4. Funnel  
5. Cup hook  
6. Bread bag tie-clip

## EYE BOGLERS

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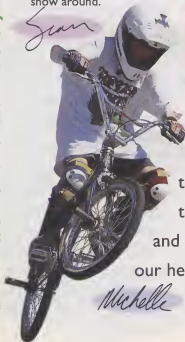
# see you next month!

**Are you fiercely**



Some nights you can see hundreds of **shooting stars**—if you know where to look. We'll let you know how and when to catch the coolest light show around.

*Sean*



*Michelle*

**loyal like Flit or mischievous like**

**You asked for more on**

**Jonathan**

**Taylor**

**Thomas, and**

you'll get it this fall! I went to the set of JTT's latest movie to talk to him.



*Liz*

**Pocahontas? Take our quiz**

**They're called extreme sports parks, and**

they're the gnarliest places to skateboard, in-line skate and freestyle bike. We put on our helmets and found the best!

**in the next issue of D.A.!**

*Phyllis*



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